

APPENDIX III

LANAddress: (* 48-bit ID *)
INTEGER: 32 bit integer
INTEGER-64: 64 bit integer
OCTET: 8 bit character;
SimpleName: (* text string *)
LinkNumber: OCTET (* used to identify link interfaces at client and server *)
SmallVlanRecord: (* record consisting of two fields *)
 VlanId: OCTET
 Type: OCTET;

APPENDIX IV

ClientHello (* logical view of client hello message format *)
 ClientId: LANAddress;
 ConnectId: INTEGER
 State: (REQ, ON);
 PhaseIVAddress: LANAddress (* 48-bit version of PhaseIV address *)
 LocalAddresses: SET of 48-bit IDs (* 48-bit Ids used by client on link *)
 Vlans: SET of SmallVlanRecord; (* Vlans assigned by client to link *)

ServerHello (* logical view of server hello message format *)
 ServerId: LANAddress
 ConnectId: INTEGER
 State: (INIT, REQ, ON)
 ClientAddresses: SET of LANAddress; (* 48-bit Ids used by all clients *)
 Vlans: SET of SmallVlanRecord; (* all Vlans known to server *)

Update

(* logical view of update message format *)

ServerId: LANAddress

ConnectId: INTEGER;

SequenceNumber: INTEGER-64

Data: (* specified in message formats, set of forwarding table updates *)

Ack

(* logical view of ack message format *)

ServerId: LANAddress

ConnectId: INTEGER;

SequenceNumber: INTEGER-64